

GURPS

CHARACTER SHEET

Name: Masaru
 Race: Specialist Parahuman (Felicia)
 Appearance: Has a tiger like face a soft fur covering his body.

Player: Donald
 Ht: 5'10" Wt: 155

Age: 20 Spent: 178
 Unspent: 3

ST 10*	[10]	HP 11	[2]	Basic Speed 6.5	[0]
DX 15†	[40]	Will 10	[0]	Basic Move 6	[0]
IQ 10	[0]	Per 13	[15]	BL 20 lb	(STxST)/5
HT 11‡	[0]	FP 11	[0]	Thr 1d-2	Sw 1d
TL 11	[0]	SM +0			

* Includes: -1 from 'Racial ST Penalty'
 † Includes: +3 from 'Felicia [TL10] (Bio-Tech)'
 ‡ Includes: +1 from 'Felicia [TL10] (Bio-Tech)'

Vision 13	Taste/Smell 15*	Death Check 11
Hearing 15†	Fright Check 12‡	Broad Jump 8 yd
Touch 13	Consciousness 11	High Jump 1.94 yd

* Includes: +2 from 'Acute Taste and Smell'
 † Includes: +2 from 'Acute Hearing'
 ‡ Includes: +2 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21	-22 -23 -24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35 -36 -37 -38 -39 -40 -41 -42 -43 -44 -45 -46 -47 -48 -49 -50 -51 -52 -53 -54		

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	10*	
DX	DX	DX	None	

Eyes	Skull	Loc.	HP	#
DR: 18/12+20/10* DB: 0	DR: 18/12+20/10*+2 DB: 0	Eyes	2	
Neck	Face	Neck	-	
DR: 20/10* DB: 0	DR: 18/12+20/10* DB: 0	Skull	-	
Torso	Arms	Face	-	
DR: 20/10* DB: 0	DR: 20/10* DB: 0	Torso	-	
Hands	Hands	Groin	-	
DR: 20/10* DB: 0	DR: 20/10* DB: 0	Arms	6	
Groin	Legs	Hands	4	
DR: 20/10* DB: 0	DR: 20/10* DB: 0	Legs	6	
Feet	Feet	Feet	4	
DR: 20/10* DB: 0	DR: 20/10* DB: 0			

Bonus DR: 0
 Bonus DB: 0
 Notes:

* Includes: +1 from 'Combat Reflexes'

HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks
 For complete information, see: Hit Location, p. B398, and Human and Humanoid Hit Location Table, p. B552.



REACTION MODIFIERS

Appearance: +1*
* Includes: +1 from 'Appearance'
Status: +0
Other: +0†
† Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -2 from 'Social Stigma (Minority Group)'

TECHNIQUES

Name	Level	Relative	Pts
Breakfall (Wrestling) {p. MA68}	14	def+0	[0]
Choke Hold (Judo) {p. B230}	0	def+0	[0]
Disarming (Judo) {p. MA70, B230}	0	def+0	[0]
Elbow Strike (Karate) {p. B230}	11	def+0	[0]
Ground Fighting (Judo) {p. MA73, B231}	0	def+0	[0]
Head Lock (Wrestling) {p. MA74}	11	def+0	[0]
Knee Strike (Karate) {p. B232}	12	def+0	[0]
Neck Snap (ST) {p. B232}	6	def+0	[0]
Retain Weapon (Guns (Pistol)) {p. MA78, B232}	15	def+0	[0]
Retain Weapon (Guns (Rifle)) {p. MA78, B232}	15	def+0	[0]
Targeted Attack (Knife Thrust/Neck) {p. MA68}	10	def+0	[0]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	14*	DX-1	[1]
Armoury/TL11 (Small Arms) {p. B178}	10	IQ+0	[2]
Blind Fighting {p. B180}	10	Per-3	[1]
Brawling {p. B182}	15	DX+0	[1]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 11			
Camouflage {p. B183}	10†	IQ+0	[0]
Climbing {p. B183}	18‡	DX+3	[1]
Fast-Draw (Pistol) {p. B194}	16§	DX+1	[1]
First Aid/TL9 (Felicia) {p. B195}	10	IQ+0	[1]
Guns/TL9 (Pistol) {p. B198}	15	DX+0	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Guns/TL9 (Rifle) {p. B198}	15	DX+0	[1]
Jumping {p. B203}	15	DX+0	[1]
Karate {p. B203}	13	DX-2	[1]
Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 10			
Knife {p. B208}	15	DX+0	[1]
Parry: 10			
Navigation/TL9 (Land) {p. B211}	9†	IQ-1	[1]
Observation {p. B211}	12	Per-1	[1]
Scrounging {p. B218}	13	Per+0	[1]
Search {p. B219}	12	Per-1	[1]
Soldier/TL11 {p. B221}	5	IQ-5	[0]
Stealth {p. B222}	14	DX-1	[1]
Survival (Radioactive Wasteland) {p. B223}	12	Per-1	[1]
Tracking {p. B226}	12	Per-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
* Includes: +1 from 'Perfect Balance'		§ Includes: +1 from 'Combat Reflexes'	
† Conditional: +2 from 'Reflex Tacsuit'		¶ Conditional: +1 from 'Compass'	
‡ Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'			

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	15	11	1d-3 cut	C	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	15	-	1d-3 cut	C	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	13	-	1d-2 cut	C,1	-	-	
Elbow Strike (Karate) <small>Skill used: Elbow Strike (Karate)</small>	11	-	1d-2 cr	C	-	-	
Karate: Punch <small>Skill used: Karate</small>	13	10	1d-3 cut	C	-	-	
Karate: Kick <small>Skill used: Karate-2</small>	11	-	1d-2 cut	C,1	-	-	
Knee Strike (Karate) <small>Skill used: Knee Strike (Karate)</small>	12	-	1d-2 cr	C	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Throwing Axe <small>Skill used: DX-6</small>	9	8U	1d+2 cut	1	11	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
FN FAL Para <small>Skill used: Guns (Rifle) Usernotes: Has 4x ACOG combat Optic. +1 gunskill with in 300 yards, +2acc when aiming. -3 to darkness penalty for tritium reticle.</small>	15	7d-1 pi	5	900 yd / 2.22 mi	11	20	10†	-5*	3	3	Folding Stock
Springfield Armory XD Tactical .45 <small>Skill used: Guns (Pistol)</small>	15	2d pi+	2	175 yd / 1700 yd	3	13+1	10	-2	3	3	
Throwing Axe <small>Skill used: DX-5</small>	10	1d+2 cut	2	10 yd / 15 yd	1	T(1)	11	-3	-	4	

ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

ST "+": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

Shots "T": The weapon is a *thrown weapon*.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

For the complete table, see: *Size and Speed/Range Table*, p. B550.

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

EQUIPMENT			
Qty	Item	Cost	Weight
3	Auto Pistol, .45 (Ammunition)	36	1.8 lb
	13 12 11 10 9 8 7 6 5 4 3 2 1		
	13 12 11 10 9 8 7 6 5 4 3 2 1		
	13 12 11 10 9 8 7 6 5 4 3 2 1		

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
4	Auto Rifle, 7.62mm (Ammunition) (APDS, *5) <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small>	640	6.4 lb
9	Auto Rifle, 7.62mm (Ammunition) <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small> <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small>	288	14.4 lb
2	Canteen {p. B288} Description: TL:5 Notes: Holds 1 quart of liquid.	20	2 lb
1	Cigarette Lighter {p. B288} Description: TL:6 Notes: Lights fires.	10	-
1	Combat Infantry Helmet (TL 9) {p. UT180} Description: TL:9 LC:2 DR:18/12 Location:head Power:B/12 hr. Location: head	2000	5 lb
1	Compass {p. B288} Description: TL:6 Notes: +1 to Navigation skill	50	-
1	FN FAL Para {p. High Tech pg 115} Description: FN FAL, 7.62*51mm NATO The Belgian Fusil Automatique Légère ("light automatic rifle") The FAL used a detachable magazine and took a 0.5-lb. socket bayonet (Reach 1, 2"). Commonwealth rifles could accept the 30-round magazine (\$33, 2.6 lbs.) of the A4 variant of the Bren (p. 133). British rifles were often fitted with a 1-lb. tritium-illuminated 4x scope(+2 Acc and removes -2 from darkness penalties). The FAL-Para (1955-1987) had a shorter barrel and a folding stock: Dmg 7d-1 pi, Range 900/3,900, Wt. 9.9/1.6, Bulk -5". Usenotes: Has 4x ACOG combat Optic. +1 gunskill with in 300 yards, +2acc when aiming. -3 to darkness penalty for tritium reticle.	1200	9.9 lb
1	Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	Reflex Tacsuit (Gives Skill Bonus (+2), +0%) {p. UT178} Description: TL:9 LC:2 DR:20/10* Location:all Power:C/12 hr. Notes:*Flexible. See p. UT178 for the split DR explanation. Usenotes: Camouflaged in Marpat. Location: all	3000	15 lb
1	Springfield Armory XD Tactical .45	450	2 lb
1	Throwing Axe {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	60	4 lb
1	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	2	8 oz
1	Trench Coat {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Writwatch NBC Detector Description: This measures and displays the amount of radiation that the user is exposed to, and can be programmed to set off an alarm if dosage exceeds a designated level. Will also detect NBC threats and alarm. The same unit can present information on an HUD, or be built into a helmet visor. \$100, neg., A/6 mo.	100	-

LOAD-OUTS			
Qty	Combat load	Cost	Weight
3	Auto Pistol, .45 (Ammunition) <small>13 12 11 10 9 8 7 6 5 4 3 2 1</small>	36	1.8 lb
4	Auto Rifle, 7.62mm (Ammunition) <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small>	640	6.4 lb
9	Auto Rifle, 7.62mm (Ammunition) <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small>	288	14.4 lb
2	Canteen	20	2 lb
1	Cigarette Lighter	10	-
1	Combat Infantry Helmet (TL 9) Location: head	2000	5 lb
1	Compass	50	-

LOAD-OUTS (continued)			
Qty	Combat load	Cost	Weight
1	FN FAL Para	1200	9.9 lb
1	Personal Basics	5	1 lb
1	Reflex Tacsuit Location: all	3000	15 lb
1	Springfield Armory XD Tactical .45	450	2 lb
1	Traveler's Rations	2	8 oz
1	Trench Coat	0	2 lb
1	Writwatch NBC Detector	100	-
Totals:		7801	60 lb
Qty	Full load	Cost	Weight
3	Auto Pistol, .45 (Ammunition) <small>13 12 11 10 9 8 7 6 5 4 3 2 1</small>	36	1.8 lb
4	Auto Rifle, 7.62mm (Ammunition) <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small>	640	6.4 lb
9	Auto Rifle, 7.62mm (Ammunition) <small>20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1</small>	288	14.4 lb
2	Canteen	20	2 lb
1	Cigarette Lighter	10	-
1	Compass	50	-
1	FN FAL Para	1200	9.9 lb
1	Personal Basics	5	1 lb
1	Reflex Tacsuit Location: all	3000	15 lb
1	Springfield Armory XD Tactical .45	450	2 lb
1	Traveler's Rations	2	8 oz
1	Trench Coat	0	2 lb
Totals:		5701	55 lb

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]

CULTURAL FAMILIARITIES	
Name	Pts
Deathlands (Native)	[0]

NOTES

Masaru is the Name he was given by the Genengineer who was the head scientist on the project.

Dr. Kazufumi Goto is the lead scientist on Project Genesis super soldier project to help resurrect the United States.

Yes I know he will be called Mouser by everyone else.

SCRATCH PAD	

TEMPLATES AND META-TRAITS	
Name	Pts
Felicia [TL10] (Bio-Tech) {p. Bio73}	[153]
Racial ST Penalty -1 (Size)	[-10]
Acute Hearing 2 {p. B35}	[4]
Roll: 15 (Hearing)	
Acute Taste and Smell 2 {p. B35}	[4]
Roll: 15 (Taste/Smell)	
Appearance (Attractive) {p. B21}	[4]
Catfall {p. B41}	[10]
Roll: 15 (DX)	
Claws (Sharp Claws) {p. B42}	[5]
Combat Reflexes {p. B43}	[15]
Estrus {p. Bio59}	[0]
Extra Basic Speed +2 (Aftermath: Gluttony and Lecherousness; Costs Fatigue (+3))	[30]
Flexibility {p. B56}	[5]
Night Vision 3 {p. B71}	[3]
Ordinary Tail {p. Bio51}	[0]
Perfect Balance {p. B74}	[15]
Resistant (Disease; Occasional; +3) {p. B80}	[3]
Teeth (Sharp Teeth) {p. B91}	[1]
Fur {p. B100}	[1]
Extra Sleep -1 {p. B136}	[-2]
Overconfidence (12 or less) {p. B148}	[-5]
Military Hand-To-Hand - Krav Maga (Martial Arts) {p. MA183}	[0]

ADVANTAGES	
Name	Pts
Acute Hearing 2 {p. B35}	[4]
Roll: 15 (Hearing)	
Acute Taste and Smell 2 {p. B35}	[4]
Roll: 15 (Taste/Smell)	
Appearance (Attractive) {p. B21}	[4]
Catfall {p. B41}	[10]
Roll: 15 (DX)	
Claws (Sharp Claws) {p. B42}	[5]
Combat Reflexes {p. B43}	[15]
Estrus {p. Bio59}	[0]
Extra Basic Speed +2 (Aftermath: Gluttony and Lecherousness; Costs Fatigue (+3))	[30]
Flexibility {p. B56}	[5]
Night Vision 3 {p. B71}	[3]
Ordinary Tail {p. Bio51}	[0]
Perfect Balance {p. B74}	[15]

ADVANTAGES (continued)	
Name	Pts
Resistant (Disease; Occasional; +3) {p. B80}	[3]
Super Jump 1 {p. B89}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]

PERKS	
Name	Pts
Digitigrade Posture {p. Bio51}	[0]
Fur {p. B100}	[1]
Style Familiarity (Military Hand-to-Hand - Krav Maga) {p. MA182}	[1]
Sure-Footed (Uneven) {p. HT250}	[1]

DISADVANTAGES	
Name	Pts
Code of Honor (xxxxx) {p. B127}	[-10]
Curious (12 or less) {p. B129}	[-5]
Enemy (Baron and his Cronies; Small group (3-5 people); 9 or less) {p. B135}	[-10]
Extra Sleep -1 {p. B136}	[-2]
Light Sleeper {p. B142}	[-5]
Overconfidence (12 or less) {p. B148}	[-5]
Phobia (Arachnophobia: Spiders; 15 or less) {p. B148}	[-2]
Phobia (Claustrophobia: Enclosed Spaces; 12 or less) {p. B148}	[-15]
Racial ST Penalty -1 (Size)	[-10]
Restricted Diet (Very Common) {p. B151}	[-10]
Social Stigma (Minority Group) {p. B155}	[-10]
To be determined. Need one point disad.	[-1]
Unnatural Feature -2 (Distinctive Features Catlike features, Distractable) {p. B22}	[-2]

QUIRKS	
Name	Pts
Broad-Minded {p. B163}	[-1]
Dislikes getting wet {p. B163}	[-1]
Likes Catnip {p. B163}	[-1]
Nosy {p. B41}	[-1]
Proud {p. B41}	[-1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[67]
Advantages, Perks	[165]
Disadvantages, Quirks	[-75]
Skills, Techniques	[21]
Total Points Spent:	178
Unspent Points:	3

CAMPAIGN LOG	
Points: (logged) 21	+ (other) 10 = (total) 31
<enter caption here>	
7/18/2010: 5 pts	
<enter caption here>	
7/9/2010: 2 pts	
GM PC XP	
6/19/2010: 14 pts	